

APX ATARI® PROGRAM EXCHANGE



BILL WILLIAMS JUNE 1982

SALMON RUN

CASSETTE (APX-10120)

REQUIRES: 16K RAM

DISKETTE (APX-20120)

REQUIRES: 24K RAM

User-Written Software for ATARI Home Computers

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by

Bill Williams

Program and Manual Contents ©1982 Bill Williams

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INTRODUCTION

OVERVIEW

One to four players play SALMON RUN by guiding Sam (the lovestruck salmon) to the mouth of the river where his lady, Samantha, waits. Sam, however, is getting old, and if you don't hurry, he'll die of old age before he gets there. Using a Joystick Controller, direct Sam up the winding river, over the treacherous falls, away from ravenous seagulls and nasty little boys, and help him hide from Bertha the Bear, who's always eager for a fish fillet!

REQUIRED ACCESSORIES

One ATARI Joystick Controller per player

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the author about SALMON RUN may write or call him at:

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Clarkston, Michigan 48016

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GETTING STARTED

LOADING SALMON RUN INTO COMPUTER MEMORY

1. Remove any program cartridges from the cartridge slot of your computer.
2. Plug your Joystick Controller into the first (the leftmost) controller jack at the front of your computer console. Plug additional controllers sequentially into the jacks directly to the right of the first jack.
3. If you have the cassette version of SALMON RUN:
 - a. Have your computer turned OFF.
 - b. Insert the SALMON RUN cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.
 - c. Turn on the computer while holding down the START key.
 - d. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of SALMON RUN:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the SALMON RUN diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the screen fills with a vertical river and shoreline, game title, author, and copyright information. At the top of your screen two numbers display. The number in the middle refers to the game level and the number to the right indicates the number of players.

SELECTING YOUR OPTIONS

Use the option keys on the right of your computer console to choose a level of difficulty and the number of players. SALMON RUN offers eight game levels in which one to four people can play.

Choosing the number of players

Press the SELECT key and the number 1 on the right of your screen will change to 2.
Press the key again until you see the appropriate number of players for your competition.

Choosing a game level

SALMON RUN has eight levels of play. Each level offers a river course with a specific current and number of waterfalls for Sam to leap. Everytime you pass through a colored section of the river course, you've completed a lap. Three sections constitutes a turn. After each completed a lap of the course the number of waterfalls goes up. The higer game levels give you greater playing challenge.

Level 1 - You play with the preprogrammed number of waterfalls and river current. After each successfully completed lap of the river you meet two additional waterfalls.

Level 2 - You play with the preprogrammed river current, but must hurdle additional waterfalls (you won't know how many) each turn.

Level 3 - You play with the preprogrammed number of waterfalls, but, after each turn, the current grows stronger and Sam's leaps become shorter.

Level 4 - The river course starts with more and more waterfalls after every turn. As well, the current grows stronger and Sam's leaps become shorter.

Level 5 - Normally, you meet two more waterfalls after every lap. With level 5, the number of waterfalls increases by four until you have fourteen additional waterfalls every lap.

Level 6 - The course starts out with more and more waterfalls. The number of waterfalls increases by four, until you have fourteen additional waterfalls after every lap.

Level 7 - The current grows stronger and Sam's leaps become shorter in every turn. In addition, the number of waterfalls increases by four, until you have fourteen additional waterfalls in each lap.

Level 8 - Each turn starts out with more and more waterfalls, until the river becomes a raging torrent of white water rapids. The number of waterfalls increases by four until you have fourteen additional waterfalls after every lap. As well, the current grows stronger and Sam's leaps become shorter, demanding greater precision in the timing of his jumps.

STARTING THE GAME

Once you've chosen the number of players and game level, press the START key. You'll hear a short eight note melody and the game will begin.

PLAYING SALMON RUN

INTRODUCTION

Sam the salmon's journey changes at the beginning of each turn. The river course consists of a shoreline, waterfalls, and various rocks and weeds scattered along the river. If Sam hits the shore or rocks, he will bounce back into clear water. You must try to keep him as close to the middle of the screen as the river permits without falling into the jaws of bears, beaks of birds, or nets of little boys.

Every time you complete a lap of the river course, the shore changes color, and additional waterfalls appear.

THE PLAYING FIELD

Once the game starts, four things appear at the top of your screen above the river course. From left to right, these are

- 1) One baby salmon - This display indicates the number of new chances Sam has left before the game ends. Every time Sam safely makes it through the river course, he's rewarded with a bouncing baby salmon. You can accumulate up to four baby salmon.
- 2) A six digit score - You accrue points during the game which appear in this display.
- 3) A small "1" - This number represents your bonus multiplier. It increases in powers of ten everytime you successfully complete a lap of the river course. The maximum value, 1000, appears as a heart on your screen.
- 4) A big "1" - This number represents the player number.

Below these four things, you see a horizontal line, shrinking at a steady rate. This bar represents Sam's life time during your turn. When the graph reaches the left edge, your turn ends.

USING THE JOYSTICK CONTROLLERS

To guide Sam up the river course, hold your Joystick so the red button is to your upper left. Push the Joystick to the left or right and Sam will move accordingly. Pushing the Joystick forward causes Sam to speed up. Pulling back causes Sam to slow down. To make Sam jump a waterfall, press the red controller button and then release it.

If you pull back on the Joystick while Sam is in mid-jump, he'll dive into deeper water and stay there until you push the Joystick forward. Sam won't move very fast under water and you can't see him, but as long as he stays hidden, he's safe. Use this technique to cross a river that's been completely blocked off with rocks.

THE TIME LIMIT

In every successive turn, the horizontal time line starts out a little further to the

left, until it reaches its minimum starting point on the fourth lap. At the end of a successful lap of the river, your remaining time (the actual number does not appear on the screen) is multiplied by the multiplier and added to your score. If you run out of time before the meet the end of the river, your turn ends. There are no additional penalties.

SPAWNING

After you've completed three laps around the river, Samantha will appear and your weary fish will get his just rewards (we won't tell you about the rewards -- play the game to find out). You also win an additional baby salmon for continued play.

Every time you spawn, your fish becomes more and more tired and the waterfalls throw him back farther. When your fish gets too old, you might find it advantageous to sacrifice the salmon on purpose so you can have a fresh fish.

HAZARDS

Sam's search for Samantha is fraught with peril. Watch for

1) BEARS - Bertha the Black Bear always selects a specific territory to guard, and seldom strays from it. Generally, when you pass through her area, she'll come after you and try to eat you. If you hide for a few moments, she'll lose interest and wander back to her cubs.

A note of caution: Bertha becomes quicker after every turn.

As the game progresses in laps around the river, you may meet Bertha's hungry cousin from the north, Bert the Polar Bear. Bert is, obviously, quite lost, and consequently picks no territory to guard. He may attack you at any time. Beware, Bert's much faster than Bertha. To make matters worse, he's also a little smarter. When you hide, Bert can't see you, but he'll wait patiently until you reappear. The only way to get away from Bert is by pushing the Joystick back in the middle of your jump, long enough to make Sam dive, but not long enough to stop him completely. This technique takes a little practice. Once you master it, it's a slow and easy drift away from the jaws of death.

A note of caution: Both bears continue to watch you for a little while after they've disappeared. Move quickly from their gaze.

2) SEAGULLS - These rapacious birds may look harmless, but just let them sink their beak into Sam's flesh and it's all over! The seagulls do have good points, however. They frighten the bears. As long as you keep the seagulls on the screen, you won't have to worry about Bert and Bertha.

3) BOYS - As word spreads about the good fishing on the river, you'll see fishermen appear. They'll stand in the river and try to snag your salmon with nets. Sam can swim under their legs without harm, but beware of going too fast and leaping into their nets. Cautious fish will swim carefully through the first lap and memorize the dangerous areas.

SCORING

You earn one point for every foot you swim and ten points every time you successfully jump over a waterfall. If you don't make it over the waterfall, you will be knocked backward. You lose one point for every foot you fall back and ten points for falling past a waterfall.

If your fish spawns, you win point for the amount of time left on the horizontal time bar times the bonus multiplier (The actual amount on the time bar will not appear on the screen). Your score displays constantly throughout the game.

MASTER SALMON DIFFICULTY LEVEL

When your score reaches 100,000 points, your fish will start flashing, indicating that you've entered Master Salmon Difficulty Level. Two aspects of the game will change.

- 1) The river will be narrower.
- 2) At the end of a lap, if you have time left on the horizontal time bar, it will double before being added to your score.

PLAYING TIPS

Beginning players can have trouble when they become trapped between a rock and a waterfall. Commonly, they jump the waterfall, but the rock slows them down. They fall backward and lose points. When this happens, move your salmon into clear water as you're jumping.

Another frequent problem occurs when beginners hide Sam under rocks. You can maneuver him anywhere you want while he's hidden. But, as soon as you push the Joystick Controller forward, he'll reappear and be thrown back into clear water. If a bear happens to be there, Sam could be hurled right into his mouth. You should always try to keep a mental picture of Sam's position when you hide him.

The two most important techniques to master are

- 1) keeping the seagulls on the screen, by moving Sam up the river at the same pace, without letting the birds get you, and
- 2) hiding Sam without stopping him completely.

RESTARTING THE GAME

Press the START key to interrupt and restart the game at the same level. Press the OPTION or SELECT key to interrupt the game when you want to play with different players or levels. Use the SELECT key to change the number of players and the OPTION key to select a new game level. Then press the START key to begin. Press the red Joystick button at the end of the game to restart at the same level.

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ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

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